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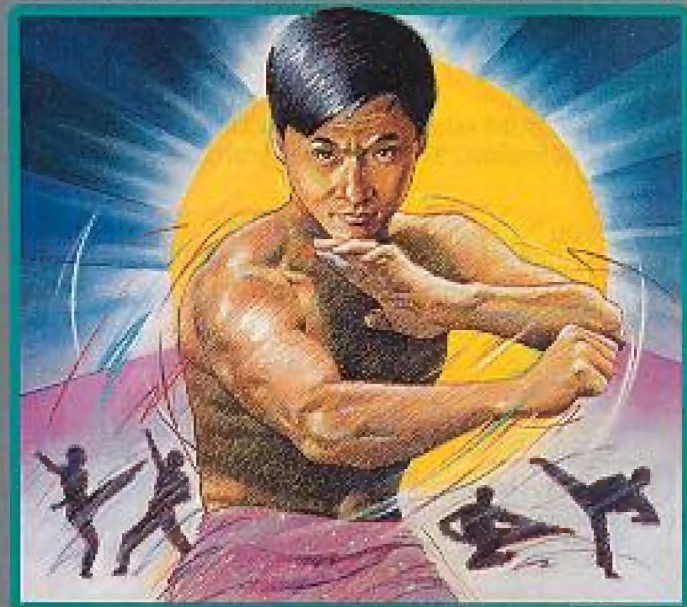
Printed in Japan



HUDSON SOFT

JACKIE CHAN'S ACTION KUNG FU™

OPERATION MANUAL



NES-V5-USA

JACKIE CHAN'S ACTION KUNG FU™

THANK YOU!

YOU HAVE JUST MADE A PERFECT CHOICE BY SELECTING
AND PURCHASING THIS QUALITY HUDSON SOFT PRODUCT

Thank you for selecting JACKIE CHAN'S ACTION KUNG FU™. In order to insure your full enjoyment of this game, we recommend that you read the manual carefully and follow its instructions and suggestions.

LICENSED BY NINTENDO®
FOR PLAY WITH THE



This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.



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WARNING

WARNING! WARNING! WARNING! WARNING! WARNING!

- Because this is a precision tooled device, do not use or store it in extreme temperature conditions. Avoid hard shocks.
- Avoid soiling the connector terminals by handling or spilling liquids. Soiled connectors can cause system break down.
- Do not clean this device with alcohol, thinner, benzine or other volatile substances.
- Always turn the power off before inserting or removing cassette from the main system.
- We recommend that you play this game at a distance from the television screen.
- When engaged in prolonged bouts of game playing, we recommend that you rest for 10 or 20 minutes every two hours in order to avoid strain in your vision and general health.

GAME STORY

Jackie Chan and his twin sister, Josephine, were two of China's best kung fu fighters. Trained together from birth, they were a formidable team. All was fine, until their Master's arch enemy, the Sorcerer, returned from behind the Great Wall to seize power and rule China. The Sorcerer put a spell on Josephine and made her disappear, believing that neither twin would be strong enough to defeat him without the other.

Along the way, the Sorcerer sends his henchmen to try to destroy Jackie. Watching over the young Kung Fu fighter, his master guides and instructs him through the action-packed ordeal.

Jackie must now rescue his sister and save China by defeating the Sorcerer and the evil monsters created by the Sorcerer's magic.

HOW TO USE THE CONTROLLER



A BUTTON : JUMP

UP : PRESS TO ACTIVATE
SPECIAL ATTACK

B BUTTON : PUNCH AND KICK/
SPECIAL ATTACK MODE

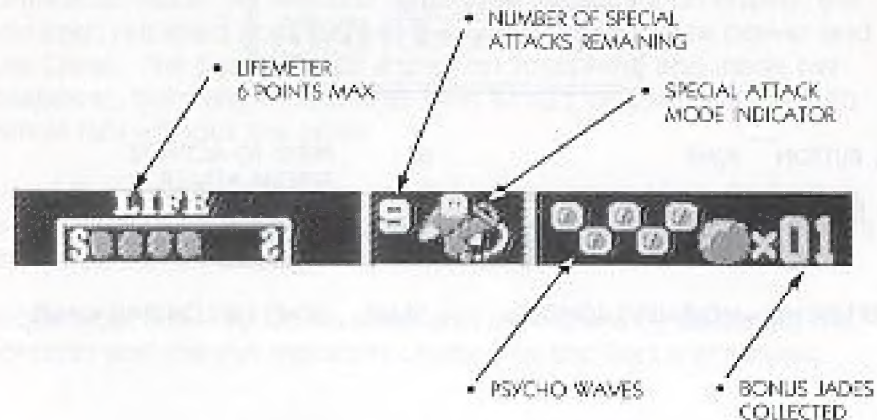
DOWN : CROUCHING POSITION

LEFT/RIGHT : MOVEMENT CONTROL

START : START OR CONTINUE GAME

STATUS WINDOW

You will find a window at the bottom of your screen as shown below:



ITEMS AND ATTACK MODES



ITEM FROG

- Kick or punch this frog and it will give you one of the following :



ENERGY BOWL

- Eat It and you'll gain 2 life points.



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TORNADO ATTACK

- Number of uses - 7 times
- Attacks the enemies while spinning in mid-air.
- Press "DOWN" to stop and land where you desire.

ITEMS & ATTACK MODES

BONUS BELL

- This is your chance to earn points to refill your life points, psycho waves, and gain continues.



PSYCHO WAVE

- Status window indicates number of uses remaining.



BONUS JADE

- Will appear after defeating an enemy.
- Collect 30 to fill up your life points and psycho waves.



ITEMS & ATTACK MODES



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180 DEGREE SPIN KICK

- Number of uses - 9 times.
- Attacks the enemy you are facing.



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360 DEGREE SPIN KICK

- Number of uses - 7 times.
- Attacks the enemy as you spin around and kick.



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SKY ATTACK

- Number of uses - 7 times.
- Attacks the enemy as you kick upwards.
- Effective against enemies in mid-air or ones that charge at you while jumping.



BUDDHADOMA



MAD MARTIAL



JOSEPHINE



NYUDO MONSTER



THE MASTER



FROVERD



JACKIE CHAN



COMBAT SPIDER



SHAOLIN GIANT

CONTINUE

Once you start the game you are able to continue automatically.

SECRET CODE:

Press - UP, UP, DOWN, DOWN,
UP, DOWN, B, A

Then press B on the other controller.
You now have 99 continues.

Note: At the end of each special stage,
the points you earned will automatically
go toward your life points, psycho
waves, or extra continues.



FCC REGULATIONS

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J to Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock
No. GSA-330-000345-4.

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WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.